

GAME BOY ADVANCE

AGB-BETE-USA



INSTRUCTION BOOKLET

**namco**<sup>®</sup>



**PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO<sup>®</sup> HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES**

### **WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions**  
**Altered vision**

**Eye or muscle twitching**  
**Involuntary movements**

**Loss of awareness**  
**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.



## **WARNING - Repetitive Motion Injuries and Eyestrain**

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

## **WARNING - Battery Leakage**

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



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**THIS GAME PAK WILL WORK ONLY WITH THE  
GAME BOY® ADVANCE AND THE NINTENDO  
DS™ VIDEO GAME SYSTEMS.**

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# GETTING STARTED

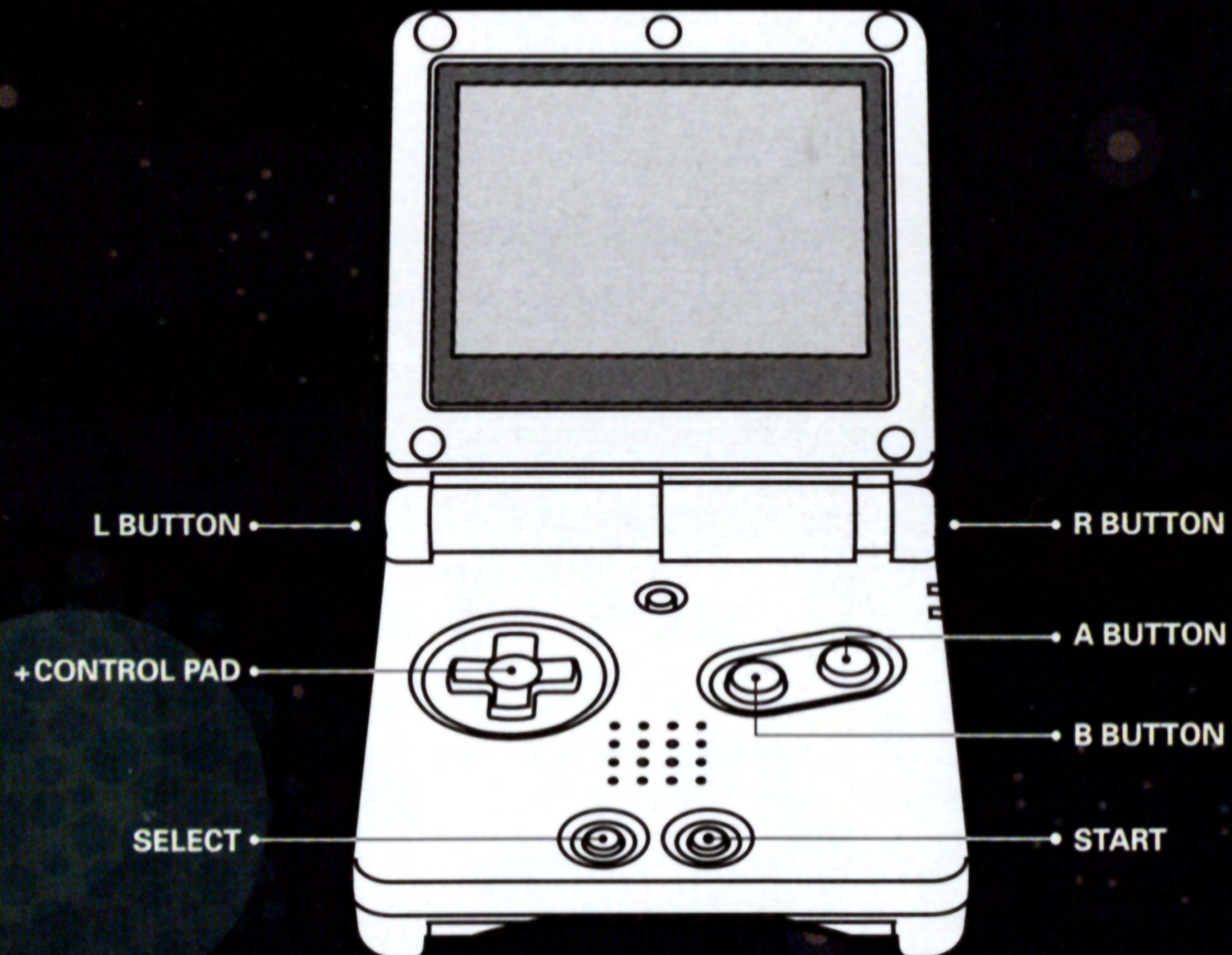
1. Switch the Nintendo® Game Boy® Advance system OFF. Never insert or remove a Game Pak while the Game Boy® Advance is ON.
2. Insert the **ATOMIC BETTY™** Game Pak into the slot on the Game Boy® Advance. Press firmly to ensure the Game Pak is correctly inserted.
3. Switch the Game Boy® Advance ON. The Title Screen should appear. If the Title Screen fails to appear, return to step 1.
4. Press START to enter the Main Menu.





# CONTROLS

**GAME BOY® ADVANCE SP**  
(These functions also work with  
the Game Boy Advance system.)





# GAME CONTROLS

## GAME CONTROLS: OVER ALL

L Button .....	Cycle backwards through characters
R Button .....	Cycle forwards through characters
+Control Pad .....	Move
START .....	Pause / Blueprints
SELECT .....	Camera

## GAME CONTROLS: ON EARTH

Betty .....	A Button = Jump
	B Button = Homework
Noah .....	A Button = Jump
	B Button + Move = Push / Pull
	SELECT = Scout
Paloma .....	A Button = Jump
	B Button = Slide





## GAME CONTROLS: IN SPACE

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Atomic Betty .....	A Button = Jump B Button Repeatedly = Attack +Control Pad Up + B Button = Gadget
Sparky.....	A Button = Jump Hold A Button = Jet pack B Button = Roll
X-5 .....	A Button = Jump B Button = Grab SELECT = Scout

## GAME CONTROLS: SHIP MODE

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A Button = Main weapon  
B Button = Rockets





# STARTING THE GAME

Press START on the Title Screen. Use the +Control Pad to select Play from the Main Menu, and then press the A Button to confirm your selection. Use the +Control Pad to select New Game on the Game Select menu, then press the A Button to confirm your selection.

## MAIN MENU

**Play:** Start a new game or continue a previous one.

**Options:** Turn Music and/or Sound FX on/off or view credits.



## GAME SELECT

**New Game:** Start a new game.

**Continue:** Enter a password from a previous game.





# THE STORY

His name... Maximus I.Q. (Evil Master Mind) His goal, to be inducted into the Cosmic Hall of Villainy for Villainous Villains. But to do this he's going to have to pull off some big time scheming, and fast.

But Maximus I.Q. isn't the only one with mischief on the brain. Back on Earth that spoiled brat Penelope is doing a little scheming of her own. The basketball finals are coming up and Penelope wants to make sure that Betty isn't there to enjoy it. How? By keeping Betty from finishing her homework... Why? 'Cause she can!

Your mission... keep Penelope from ruining your good name, make it to the basketball finals and stop Maximus I.Q. from reeking havoc around the galaxy and trashing the universe...  
*Who says being a girl is easy?*





# PLAYING THE GAME

## **ADVENTURE MODE ON EARTH**

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Betty, Paloma and Noah must work as a team and navigate through the dingy basement of Moosejaw Heights Junior High in search of Betty's homework assignment. Once all assignments are completed, Betty will be able to continue on to the next challenge.

## **ADVENTURE MODE IN SPACE**

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With the help of X-5 and Sparky, Betty must navigate through a variety of different worlds in order for X-5 to find and hack the security computers that operate the exit doors to that level. Once the doors are open, exit and continue on to the next challenge.





## GAME ELEMENTS



**Health Meter:** The health meter is shared by the whole team. When it empties the game is over.



**Queue Window:** When a character is not being used, it is placed in the Queue Window. Press the L or R Buttons to switch between characters.





# PLAYING THE GAME



**Blueprints:** Blueprints can be found in the pause menu. Blueprints will give you a simplified overview of the entire level.



Betty



Noah



Door



Sparky



Paloma



Switch



X-5



Computer



Platform







Homework



Exit

*\* Note: Completed Homework and Hacked Computers will also appear on the map with a check-mark.*

## SCOUTS

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X-5 and Noah both have the ability to scout out the level with the use of tiny little surveillance devices. When either Noah or X-5 are selected, press SELECT to activate the scout. Use the +Control Pad to fly the scout around the level and get a sneak peak of the challenges coming up, or simply use it to help you locate that hard to find switch. Press SELECT again to deactivate scout.





# PLAYING THE GAME

## SWITCHES

Switches open doors, or start platforms. There are two types of switches.



**Weighted Switches:** These blue switches only work while Betty or one of her friends is standing on them.



**Toggle Switches:** These green switches are activated when a player stands on them and stay active even when they step off. To turn this switch off, step back on it again.

## ATOMIC BETTY GADGETS

Atomic Betty has a variety of special abilities that can be used to help her on her adventure. Every new world in space will introduce a new gadget for Betty to use.





**Ali-nebula K.O:** Used to knock energy balls out of the way.

**Super Hockey Stick:** Bridge gaps in the level by hitting giant pucks of ice into them. Also good for clearing the path of unwanted enemies.

**Tarpinean Rope:** Zip line up and across dangerous areas by grappling onto grappling hooks.

**Aquian Bubblefier:** Enclose your friends in a giant bubble and knock them around to get to those hard to reach places. Knock them into an air vent and see what happens.

## **BOSS BATTLES**

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And the end of each world, a final boss character will try one last time to stop you from completing your mission. It's up to Atomic Betty to use her special abilities to defeat the boss before they defeat her.





# PLAYING THE GAME

## SHIP MODE

Fly through space and dodge asteroids, enemies and other treacherous obstacles while you fly from planet to planet in search of Maximums I.Q.



- 1) **Damage Meter:** Tracks the amount of damage your ship has taken. When it empties the game is over.
- 2) **Path Meter:** Tracks your progress through the level and indicates how close you are to the objective.
- 3) **Ammo Meter:** Tracks the amount of ammo Betty's ship has remaining. When it is empty, you will not be able to fire.







**Space Warps:** Space warps are like black holes that suck in ships that are passing by and hurtle them through space at high speeds. When in a space warp, be extra careful and watch those asteroids. Space warps are marked on your path meter in blue.



**Ammo Pick-up:** Fully replenishes your ship's ammo

**Rocket Pick-up:** Fully replenishes your ship's rockets





# PLAYING THE GAME

## MINI GAMES

**Basketball:** Homework has never been this much fun! The concept is simple: get the ball in the net. First press the A Button to stop the strength meter to determine how hard Betty will throw the ball. Next press the A Button to pick the angle of the throw. Betty will then throw the basketball using these values.

**Hacker:** Guide X-5 safely across energy charged cables to reach access keys and return them to their corresponding door. Use the +Control Pad to move X-5 left, right, up and down.





**Firewall:** Get through the computer's firewall protection by maneuvering X-5 through the openings in the walls as they fall from the top. Use the +Control Pad to move X-5 left and right.

**File Extraction:** Use X-5's retractable arm to extract the blue files while avoiding the dangerous red viruses. Hold the A Button to extend X-5's arm and release the A Button to retract it. Use the +Control Pad to move X-5.





# CREDITS

## **NAMCO HOMETEK INC.**

Business Unit Director  
**Jeff Lujan**

Producer  
**Peter Cesario**

Associate Producer  
**Ben Cole**

Senior Marketing Manager  
**Kim Morgan**

Senior PR Manager  
**Mika Kelly**

Public Relations Specialist  
**Robert Cogburn**

Channel Marketing Specialist  
**Ryan Chennault**

Senior Operations Manager  
**Jennifer Tersigni**

US Quality Assurance  
QA & CS Manager  
**Glen A. Cureton**

QA Supervisor  
**Daryle Tumacder**

QA Leads  
**Gene Bang**  
**Alan Hopkins**

QA Testers  
**Benjamin Gehrke**  
**Justin Lockshaw**

Special Thanks To  
**Nobuhiro Kasahara**  
**Robert Ennis**  
**Yoshi Niki**  
**Garry Cole**  
**Brian "The Wolf" Schorr**  
**Sean Mylett**  
**Pierre Roux**  
**Phil Cohen**  
**Mark Brown**  
**David Robinson**  
**Chester Vergara**  
**Lee Hsiao**  
**Charmaine Morena**  
**Moto Aida**  
**Jaba & Otto**  
**Tom Usher Designs**  
**Ignited Minds**  
**Joy Tashjian**  
**Klay Kaulbach**





## **BIG BLUE BUBBLE**

Executive Producer  
**Damir Slogar**

Producer  
**Claudette Critchley**

Technical Director  
**Mike Kasprzak**

Creative Director  
**Mark Maia**

Art Lead  
**Jeff Edwards**

Audio  
**Tomislav Slogar**

Animation  
**Derek Laufman**

Programming Lead  
**Claudette Critchley**

Programming  
**Vedran Klanac**

Additional Programming  
**Jason Willis**  
**Remo Ferrari**  
**Kailey Joannette**

## **BREAKTHROUGH NEW MEDIA**

Executive Producers  
**Michael McGuigan**  
**Ira Levy**  
**Peter Williamson**

Producer  
**Dorothy Vreeker**

Director of Legal Affairs  
**Burt Gidaro**

Thanks To  
**Atomic Cartoons**  
**Kevin Gillis**  
**Stephanie Betts**  
**Warren Currell**





# NOTES






# Get Ready For Betty!



## Now Available on DVD!

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**Look out for more  
Atomic Adventures!**



**Coming to DVD Spring 2005!**



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## **LIVE HELP NOW AVAILABLE ONLINE!**

Ever get stuck and just need that extra edge to beat the level? Having problems getting your game to work properly? Now you can get one-on-one help from Namco using your web browser! **Simply go to [livehelp.namco.com](http://livehelp.namco.com) for more details.** Live Counselors available from 9am-5pm Monday-Friday Pacific Time.

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